

Ascent: Flyweight In Situ Visualization and Analysis for HPC Simulations

ATPESC 2020

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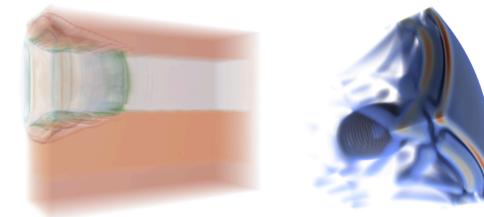
Monday August 3rd, 2020



Ascent is an easy to use flyweight in situ visualization and analysis library for HPC simulations

- **Easy to use in-memory visualization and analysis**
 - Use cases: *Making Pictures*, *Transforming Data*, and *Capturing Data*
 - Young effort, yet already supports most common visualization operations
 - Provides a simple infrastructure to integrate custom analysis
 - Provides C++, C, Python, and Fortran APIs
- **Uses a flyweight design targeted at next-generation HPC platforms**
 - Efficient distributed-memory (MPI) and many-core (CUDA or OpenMP) execution
 - Demonstrated scaling: In situ filtering and ray tracing across **16,384 GPUs** on LLNL's Sierra Cluster
 - Has lower memory requirements than current tools
 - Requires less dependencies than current tools (ex: no OpenGL)
 - Builds with  Spack <https://spack.io/>

 **Ascent**



Visualizations created using Ascent



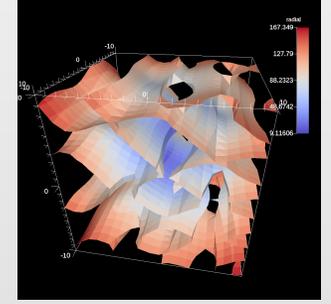
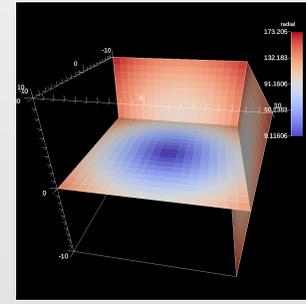
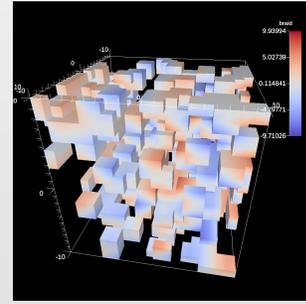
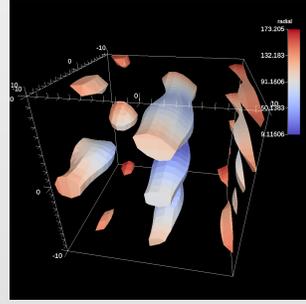
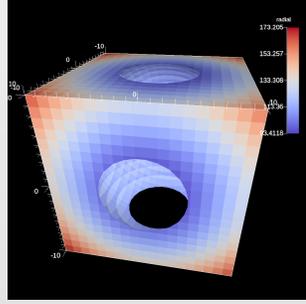
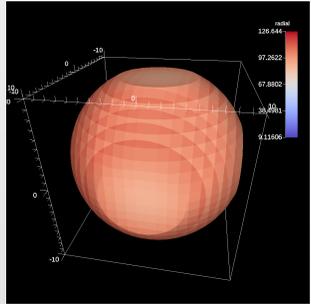
Extracts supported by Ascent

<http://ascent-dav.org>

<https://github.com/Alpine-DAV/ascent>

Website and GitHub Repo

Ascent is ready for common visualization use cases

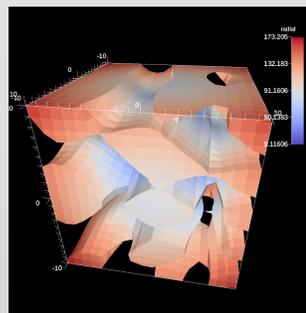
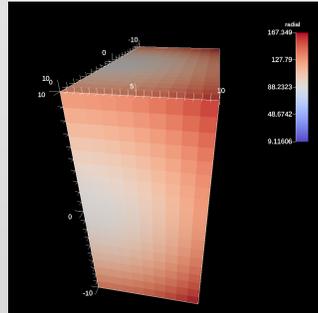


Iso-Volume

Threshold

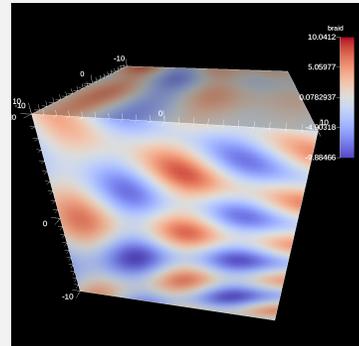
Slice

Contour

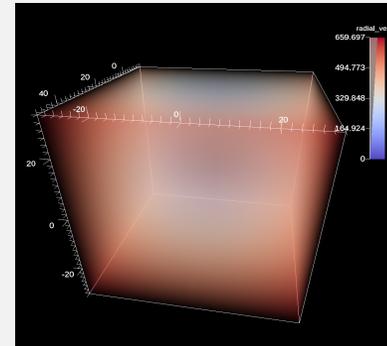


Clips

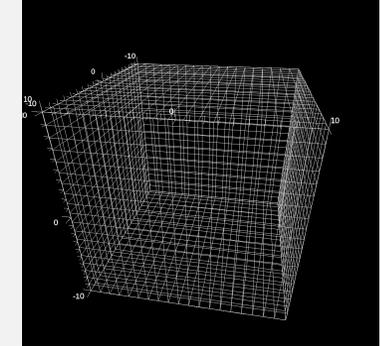
Rendering



Pseudocolor

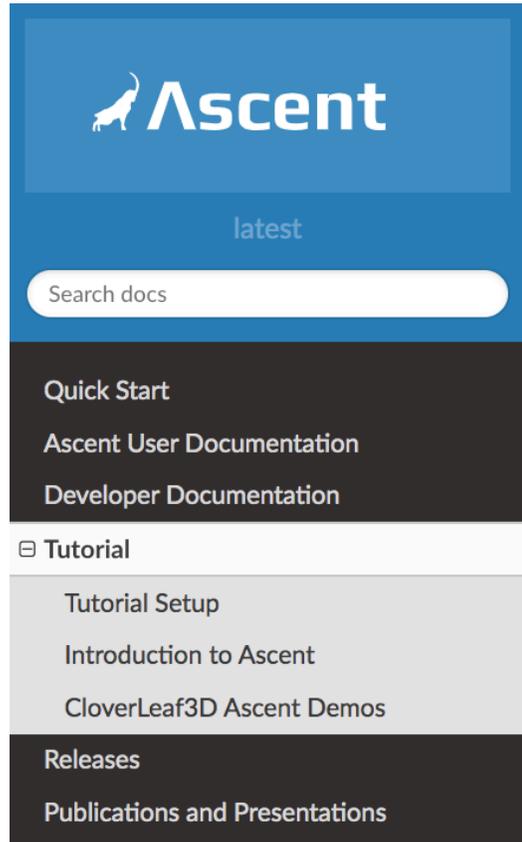


Volume



Mesh

Ascent tutorial examples are outlined in our documentation and included ready to run in Ascent installs



The screenshot shows the Ascent documentation website's navigation menu. At the top is the Ascent logo (a white silhouette of a dog on a blue background) and the word "Ascent" in white. Below the logo is the word "latest" in a smaller font. A search bar with the placeholder text "Search docs" is positioned below "latest". The main navigation menu is a dark blue/black bar with white text, containing the following items: "Quick Start", "Ascent User Documentation", "Developer Documentation", "Tutorial" (which is expanded to show a sub-menu), "Releases", and "Publications and Presentations". The sub-menu for "Tutorial" is shown in a light grey box and includes "Tutorial Setup", "Introduction to Ascent", and "CloverLeaf3D Ascent Demos".

[Docs](#) » [Tutorial](#)

[Edit on GitHub](#)

Tutorial

This tutorial introduces how to use Ascent, including basics about:

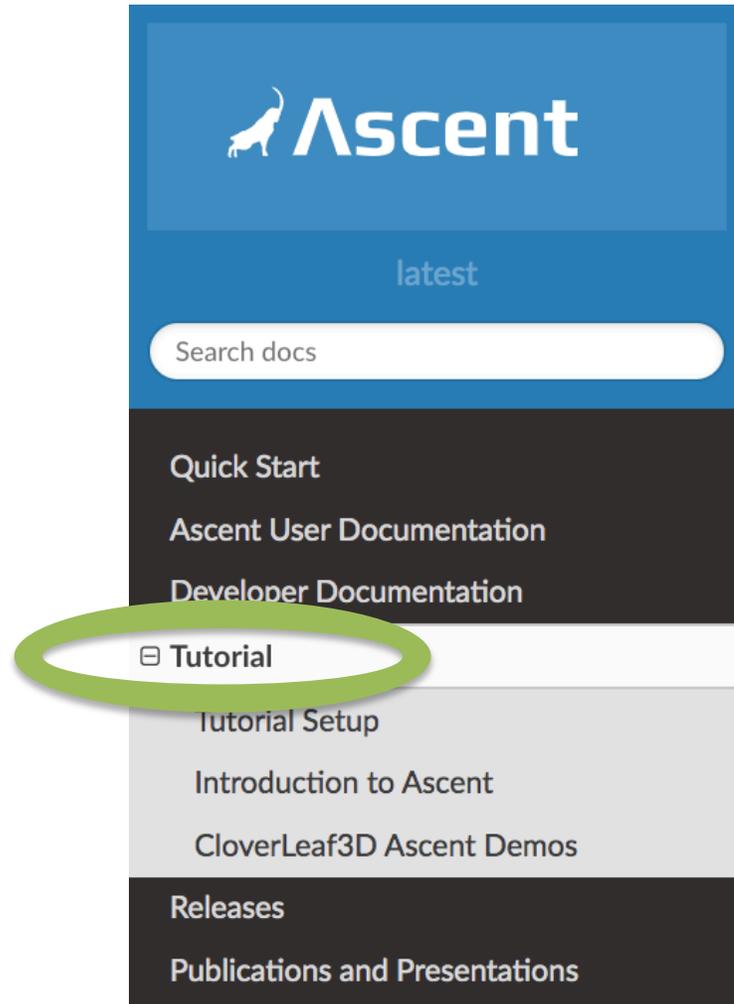
- Formating mesh data for Ascent
- Using Conduit and Ascent's Conduit-based API
- Using and combining Ascent's core building blocks: Scenes, Pipelines, Extracts, Queries, and Triggers
- Using Ascent with the Cloverleaf3D example integration

Ascent installs include standalone C++, Python, and Python-based Jupyter notebook examples for this tutorial. You can find the tutorial source code and notebooks in your Ascent install directory under `examples/ascent/tutorial/ascent_intro/` and the Cloverleaf3D demo files under `examples/ascent/tutorial/cloverleaf_demos/`.

<http://ascent-dav.org>

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- <http://ascent-dav.org>
- Click on “Tutorial”



Ascent's interface provides five composable building blocks

Scenes
(Render Pictures)

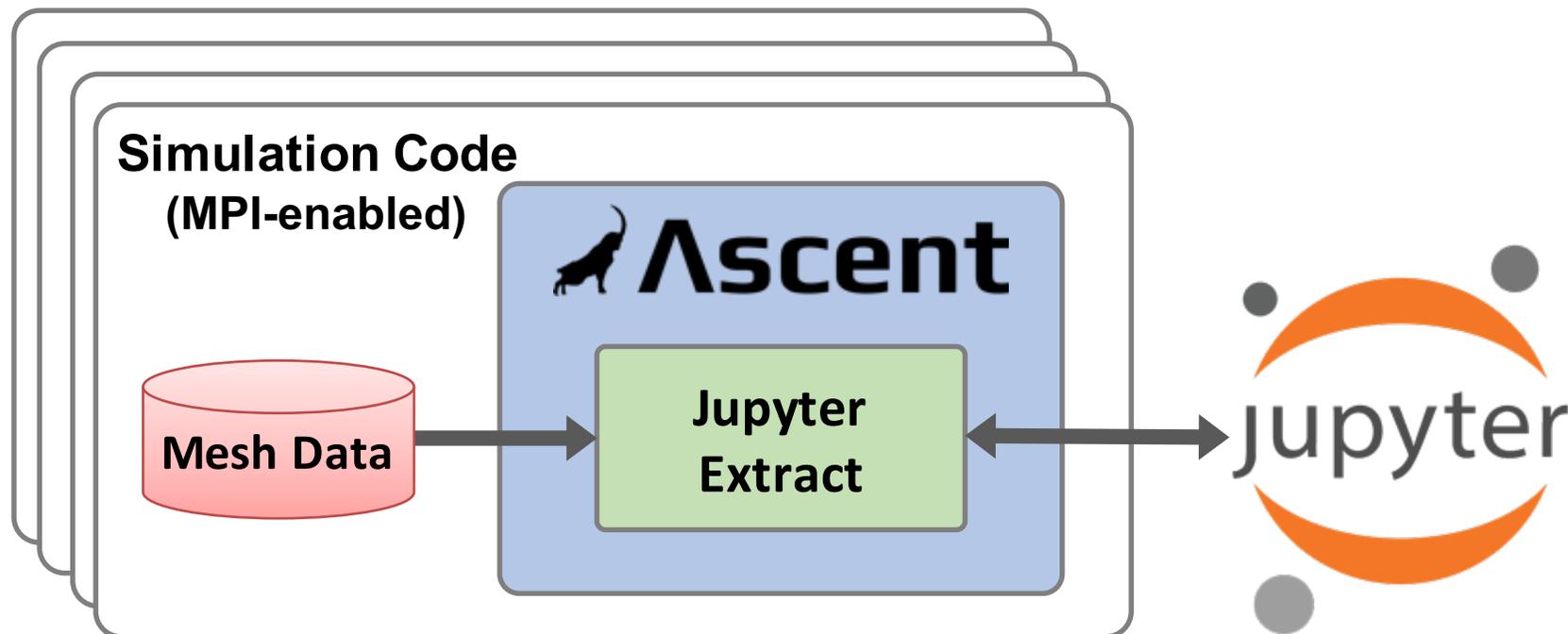
Pipelines
(Transform Data)

Extracts
(Capture Data)

Queries
(Ask Questions)

Triggers
(Adapt Actions)

Ascent's Jupyter Extract provides a path to connect your simulation to a Jupyter Notebook



With the *Jupyter Extract*, users of any simulation code with Ascent integrated can run Jupyter Notebooks and use Python to interact with in-memory data

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Lawrence Livermore National Security, LLC

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